

**AAV 101/Experiencing Art**

**1 course unit**

(studio)  
(every semester)

Three four-week modules that explore different media and different goals in the process of making and looking at art: 1) two dimensional; 2) three dimensional; and 3) digital imaging. The curriculum will be introductory in nature, offering a conceptual explanation of and hands-on experience with fundamental concerns of understanding and creating works of art. Students will be rotated through the different modules. In each module, they will be presented with a theoretical context and receive instruction and practice in each.

**AAV 102/Visual Thinking**

**1 course unit**

(studio)  
(every semester)

All of us consume, create, and draw conclusions from the visual culture we encounter on a daily basis, often doing so unconsciously, without thinking about what is and isn't made visible in the images around us. This course proposes to develop students' visual thinking skills to make them critical consumers, creators, and analyzers of all aspects of visual culture from art to advertising, fashion, photojournalism, film, and television. The course will discuss the ways in which images always have been and continue to be central to the representation of meaning in the world and introduce students to methods they will use to respond critically, analytically, and creatively. Class discussions will center on issues related to globalization, postmodernism, structures of power, gender, and the gaze, among others. Students will complete both written and visual as well as creative and analytical assignments.

**AAV 111/Drawing**

**1 course unit**

(studio)  
(every semester)

The purpose of the course is to cultivate the student's ability to express ideas visually and to develop confidence in drawing a variety of subjects with diverse materials. Exercises cultivate skill in determining composition, rendering geometric shapes, depicting perspective and three dimensional illusion, fashioning light, shade, proportion, scale, surface and textures as well as arranging still life composition.

**AAV 112/2-D**

**1 course unit**

(studio)  
(every semester)

This course provides essential concepts and skills necessary to function as a visual artist (graphic designer, lens based artist or fine artist). Strong emphasis is placed on the visual components of art; how to apply the elements of art (line, shape, color, texture and space) in order to accomplish one's subjective goal, and a broader understanding of the historical importance and contemporary concerns of art and design.

**AAV 113/3-D**

**1 course unit**

(studio)  
(every semester)

Prerequisite: Reserved for majors in Visual Arts and Art Education.

This course focuses on projects that explore the fundamentals of form and space and investigate the properties of materials, structure, mass, scale, light and motion. Class discussions introduce a variety of conceptual and material processes that generate production. Class discussion topics include intention, form, materiality and context while techniques and approaches may include the creation of objects informed by abstract ideas, performance involving 3-D objects, and an introduction to 3-D installations.

**AAV 130/ Photography I**

**1 course unit**

(studio)  
(every semester)

*Prerequisites:* AAV 111, AAV 102 and AAV 112 or permission by faculty

Photography I is an investigation of the tools and techniques of digital photography including the digital camera, scanners, printing, and image-editing software (Adobe Photoshop). Through the use of the digital camera and digital imaging, students are challenged to create work that strikes a balance in form, content, and technique. Experience with digital photography is not required.

**AAV 140/ 4-D**

**1 course unit**

(studio)  
(spring)

*Prerequisites:* AAV 111, AAV 102 and AAV 112

4-D introduces the concepts, theory, and fundamental practices of working with time-based media. Students will investigate the photographic frame, sequencing, and narrative construction. The relationship of image to time, image to text, and image to sound will be the base of examination. Students learn storyboarding and basic operations for developing video imagery. They are given project “provocations” to challenge their notions of photo/video structure and functions. They are exposed to innovative work in the field and are required to read related writings.

**AAV 200/ Sophomore Review**

**0 course units**

*Prerequisite:* Second semester sophomore standing or equivalent (completion of four Art Department semesters)

The Sophomore Review is a mandatory portfolio review for all sophomores and will be held yearly at the end of spring sophomore semester. The review provides students with the opportunity to present and discuss their completed TCNJ studio projects. Faculty will assess student’s achievement of primary goals of the major and its curriculum. Faculty will identify student work strengths and areas for concern for junior-level advancement. The review is pass or unsatisfactory. If a student’s work is unsuccessful, he/she must apply to retake the sophomore review before the mid-term of the following semester. Students are permitted only one failed assessment.

**AAV 211/Drawing II**

**1 course unit**

(studio)  
(annually-fall)

*Prerequisite:* AAV 111

This course is an intensive study of the human figure. The course will focus on skills including gesture, contour, structure, volume, movement, composition and form by observing the human figure in various poses, settings, and light conditions. Students will be introduced to a variety of materials, approaches and traditional and contemporary practices in figure drawing. May be repeated.

**AAV 213/Sculpture I**

**1 course unit**

(studio)  
(every semester)

*Prerequisite:* AAV 113

Students develop the conceptual content of their work concurrently with practical, hands-on knowledge of materials and fabrication techniques, enabling them to produce work relevant to their personal vision and to contemporary art practices. Intention, form, materiality and context are the subject of general class discussion. Techniques and approaches may include the creation of objects informed by abstract ideas, performance involving 3-D objects, 3-D installations, objects in the public sphere, site specific objects, video incorporating 3-D objects and 3-D assemblages.

**AAV 214/Printmaking**

**1 course unit**

(studio)

(every semester)

*Prerequisite:* AAV 111

This course introduces methodologies and concepts of fine art printmaking processes. It exposes students to an overview of the tools, methods and materials for making printed artworks with particular focus on how manual printing and traditional techniques relate to contemporary concepts and individual art practice. This study includes the creation of mono-prints and editioning processes. Students will learn how to work in a printshop environment.

**AAV 215/Painting**

**1 course unit**

(studio)

(every semester)

An introductory studio investigation of the concepts and techniques of painting, and the major historical and contemporary painting styles. Through a wide range of problems, students learn about the use of painting tools, color mixing, and analyzing surface qualities. Integration of drawing and design concepts are emphasized as students investigate color-value connections, articulation of form, composition, spatial relationships and their personal visual language. Acrylic or oil media may be used.

**AAV 216/Fiber Art**

**1 course unit**

(studio)

(annually-fall)

An introduction to fiber arts, an art form that incorporates three-dimensional as well as two-dimensional structures, and many different techniques and methods of working. The rich history from a world perspective and the contemporary use of fibers as a creative art form for artists worldwide will be explored. Examples of technical areas of emphasis include felt making, papermaking, weaving, machine and hand embellishments, surface design, dyeing, and the manipulation of three-dimensional forms, pliable constructions, assemblage, and sculptural surfaces.

**AAV 217/Ceramics**

**1 course unit**

(studio)

(spring)

*Prerequisites:* AAV 111 and AAV 112

A studio investigation of clay that focuses on the creative and expressive uses through a broad range of approaches including installation, performance, mixed media, papermaking, printmaking, painting and more. Hands on skills including throwing, building, molding, glazing, and firing will be studied. Exploring the histories and contemporary practices in the process of developing a personal vision will be emphasized.

**AAV 218/Book Arts**

**1 course unit**

(studio)

(annually-spring)

An introduction to Artist books, designed to bring together students with differing backgrounds who approach this art in their own unique ways. This is a projects-oriented course that involves students in the discussion, critique, planning, and design of books in a range of book-production media. The course introduces terms, formats, book genres, design concepts, and production practices. Examples of projects include wearable books, alternative book structures, Japanese bindings and Japanese design, Coptic binding, tunnel books, and creating books with foldouts. In addition, the final project gives each student the opportunity to plan and execute a book design project that reflects his or her particular interests.

**AAV 230/ Photography II** **1 course unit**  
(studio)

*Prerequisite:* AAV 130

Photography II explores advanced photography with digital and traditional techniques. Students will be challenged to investigate and explore their own creative direction while expected to complete this course with technical proficiency and to have a fuller understanding of photography's critical context in contemporary art. The conceptual and theoretical characteristics of digital photography will be evaluated within a broad cultural context and students are required to read related writings.

**AAV 231/Cameras & Lighting I** **1 course unit**  
(studio)

*Prerequisites:* AAV 130 or AAV 140 or permission by faculty

Camera and Lighting I introduces students to various photographic equipment and practice using natural light and using flash. With an emphasis on personal vision, this course is designed to develop technological skills, personal aesthetics, an awareness of the history of photography, and critical thinking.

**AAV 232/ Image & Narrative** **1 course unit**  
(studio)

*Prerequisites:* AAV 130 or AAV 140 or permission by faculty

Image and Narrative builds on the foundation of image-making begun in AAV 130/ Photography I and AAV 140/ 4-D. It expands the students' imaging knowledge to include a study of typography basics, type and page design, color management and print technologies, and explorations into print and timebased media. Image & Narrative focuses on how digital media informs and evolves visual language for artistic expression. Students will consider multiples, sequencing, notation, gesture, and numerous narrative structures.

**AAV 233/Documentary** **1 course unit**  
(studio)  
(annually)

Documentary focuses on understanding and creating documentary photography and video while exploring its history, traditions and role in contemporary society. Readings and lectures will explore how photojournalists greatly expanded the boundaries of documentary photography through new mass media publications and how documentary photography also made its first significant inroad into the world of fine art. The course will focus on the idea of the documentary as an approach inseparable from the photographer's particular viewpoint and aesthetic concerns. This course offers the opportunity to hone research, shooting and editing skills.

**AAV 244 /Video I** **1 course unit**  
(studio)  
(fall)

*Prerequisite:* AAV 140

Video I builds on time-based knowledge and skills learned in AAV 140/4-D. It advances student's technical and conceptual understanding of video with an emphasis on editing and building a personal vocabulary. Students will focus on production skills (using different sound sources, lighting, and advanced framing) and post-production skills. The course will be taught by demonstration, lecture, presentations, and critiques.

**AAV 250/ History of Graphic Design** **1 course unit**  
(lecture)  
(spring)

*Prerequisite:* Reserved for Visual Arts majors specializing in Graphic Design.

History of Graphic Design introduces the historical development of the discipline and its affiliations to the culture. The significant design events, movements, artifacts, designers, and their principles will be presented. In addition, current social, economical, and technological issues that designers' manage will also be addressed. The goal of the course is to encourage students to apply the philosophical examinations they learn from this course to their career, and establish an awareness of the balance between creativities and its social context.

**AAV 251/ Design Fundamentals**

**1 course unit**

(studio)

(fall)

*Prerequisite:* Reserved for Visual Arts majors specializing in Graphic Design and Graphic Design minors.

Design Fundamentals explores two-dimensional forms as a foundation for visual communication. Emphasis will be placed upon visual perception, organization skills, and historical context. This course introduces formal graphical elements such as shape, texture, color, composition, contrast, as the essentials for delivering information in visual form, and examines how we communicate abstract ideas through image and text.

**AAV 252/ Typography**

**1 course unit**

(studio)

(fall)

*Prerequisite:* Reserved for Visual Arts majors specializing in graphic design and graphic design minors.

Typography introduces the discipline, function, history, and the impact of typography on graphic design. It discusses the use of typography as the primary tool in conveying ideas, and the anatomical structures of letterform to manipulate contents and legibility. The course will also cover various typesetting techniques such as traditional type specimen and copy fitting, and contemporary software and hardware.

**AAV 253/ Conceptual Image**

**1 course unit**

(studio)

(spring)

*Prerequisites:* AAV 251, AAV 252

Conceptual Image is offered as an experimental workshop expanding the students' conceptual, theoretical, and technical skills in the area of image-making. This course will focus on semiotic analysis of contemporary use of symbols, illustrations, and photography in delivering information, and discuss how historical, cultural, and technological influences transform visual styles of graphic design.

**AAV 254/ Computers for Designers**

**1 course unit**

(studio)

(occasionally)

*Prerequisite:* AAV 251

Computers for Designers introduces computer software used by professional designers and continues to develop students' creative problem solving skills. The course will focus on how computers are utilized to generate artwork for print production and increased conceptual proficiency. The technical competency gained will be utilized in the majority of advanced design classes.

**AAV 255/ Web 1**

**1 course unit**

(studio)

(spring)

*Prerequisites:* AAV 251, AAV 252

An introduction to web production and design, the course will begin by covering the use and function of HTML and CSS. There will be technical lectures and demonstrations presenting the various hardware and software technologies used for web production. The technical presentations will be accompanied by instruction on web design standards as well as analysis of a variety of design approaches.

**AAV 275/Animation I**

**1 course unit**

(same as IMM 210/Animation I)  
(studio)  
(fall)

*Prerequisite:* AAV 130

This course surveys traditional and computer animation history, techniques, and terminology. The student will learn basic concepts and skills of 3D digital imaging, animation, rendering, and principles of motion and continuity. The student will produce three-dimensional animation.

**AAV 311/ Drawing III**

**1 course unit**

(studio)  
(annually-fall)

*Prerequisites:* AAV111, AAV 211

The course is an exploration of contemporary drawing practices and theory. Through regular in-class drawing sessions that build upon the skill level of each participant, this course will consider drawing from various contemporary approaches. Emphasis will be placed on a more intense employment of a variety of drawing media applied to students' creative, personal visual expression.

May be repeated.

**AAV 313/ Sculpture II**

**1 course unit**

(studio)  
(annually-spring)

*Prerequisite:* AAV 213

This course helps students to develop projects related to their own vision and ideas. Research and development will be given equal weight with finished work. A broad range of conceptual and material processes, intention, form, materiality, and context are the subject of general class discussion. May be repeated.

**AAV 314/ Printmaking II**

**1 course unit**

(studio)  
(occasionally)

*Prerequisite:* AAV 214

Specialization in one printmaking medium: lithography, serigraphy, intaglio, relief, collography, etc. Emphasis on exploring a creative, contemporary application of these techniques. May be repeated.

**AAV 315/ Painting II**

**1 course unit**

(studio)  
(annually-spring)

*Prerequisite:* AAV 215 or permission of instructor

Continued studio investigation of the medium of painting as a means of personal expression. Emphasis on the development of advanced technical and stylistic original work, and the creative processes artists use in the development of a painting. May be repeated.

**AAV 318/Theory & Practice in Fine Art**

**1 course unit**

(capstone)  
(annually-fall)

*Prerequisites:* Sophomore review, junior in good standing.

The course is designed to develop the student's understanding of theoretical material and issues in contemporary fine arts. The course will be composed of readings, seminar discussion, field investigations, and class and faculty critique. Field investigations will include gallery visits, meetings with curators, and visits to artists' studios. This exposure will enhance the student's knowledge and understanding of issues related to the art profession. Students will be required to research a relevant topic in contemporary art, write a research paper on the topic and present this material to the class and instructor. Student research will be guided by individual, class, and faculty critiques in the initial development of their Senior Thesis Project. This will culminate in a Senior Thesis Exhibit in AAV 412, the sequel to this course.

**AAV 330/ Photography III**

**1 course unit**

(studio)

(annually-spring)

*Prerequisites:* AAV 130 and 230

Photography III explores advanced photography with digital, traditional and alternative-process techniques. Students will be challenged to investigate and explore their own creative direction. Students are expected to complete this course with technical proficiency and to have a fuller understanding of photography's critical context in contemporary art.

**AAV 331/Camera and Lighting II**

**1 course unit**

(studio)

*Prerequisite:* AAV 231

Camera and Lighting II introduces students to the operation of 4x5 view cameras and working with strobe lighting while building upon the foundations of photography and lighting that students learned in Camera and Lighting I. The course provides a hands-on experience and studio practice while emphasizing the study of studio works by photographic masters. Working in the medium of color photography, students will be challenged to explore their own unique photographic voice through a variety of assignments and group critiques.

**AAV 338/Theory & Practice in Lens-Based Art**

**1 course unit**

(capstone)

(fall)

*Prerequisite:* At least two 300-level studio courses

The 20<sup>th</sup> century marked the advent of visual artists employing electronic equipment to develop creative works, from mechanical sculptures to film, television and radio to evolving digital processes. This class offers an informed historical vision of the developments that have brought us to a contemporary artistic world that embraces emerging technologies as a creative medium. A critical understanding of how culture and technology are interwoven and how it is that these two elements of human experience affect one another is investigated. The course content includes an introduction to various artists using electronic media, video, robotics and the Internet as well as a chronological timeline of the development of new media.

**AAV 342/Installation/Performance**

**1 course unit**

(studio)

(spring)

*Prerequisite:* AAV 140 or permission by faculty

This course is an exploration of the advanced aesthetic, conceptual, and technical aspects of digital video in relation to performance and installation art. This course focuses on themes such as gesture, movement, space, and body; site-specific work; architecture and definitions of space; uses of light and material; and the formation of an event or situation. Gallery and museum field trips, as well as attendance at artist lectures, required

**AAV 351/Independent Research in Graphic Design**      **Variable course units**

(May not be taken as a substitute for any other course)

*Prerequisites:* AAV 250, AAV 251, AAV 252, AAV 253, AAV 254, and a GPA of 3.3

Independent research is for students engaged in advanced work only, and is an opportunity to develop personal interests and strengths within the major field. Emphasis is on individual, self-guided work under the supervision of a faculty advisor and/or committee. May be repeated.

**AAV 352/Advanced Typography**

**1 course unit**

(studio)

(every semester)

*Prerequisites:* AAV 252, AAV 253

Advanced Typography integrates the theoretical basics of typography with the students' personal unique visions, and gives direction for individual research. This class encourages students to explore alternative typographic forms that highlight the content and astonishes its audience. The class will experiment with the function of typography between information and expression, and the arranging of text to go beyond its verbal boundaries. In addition, this class will uplift the students' capabilities in print production.

**AAV 353/3D Graphic Design**

**1 course unit**

(studio)

(every semester)

*Prerequisites:* AAV 252, AAV 253

3DGD introduces the history and current practice of packaging design and environmental graphics. There will be informative lectures on various industrial production standards, terminology, and philosophies, as well as the aesthetic aspects of branding & point of purchase designs. Creative assignments will focus on how image and text works differently in three dimensional surface and spatial structures. Brand extension and consistency will also be discussed.

**AAV 354/Identity**

**1 course unit**

(studio)

(every semester)

*Prerequisites:* AAV 252, AAV 253

Identity focuses on the design of identity programs including client research, development of a strategy, creative exploration, design refinements, and implementation. Students will design icons such as logotypes, symbols, trademarks, as well complete visual systems. The course will also examine how identity systems function via multiple applications and social media.

**AAV355/Web 2**

**1 course unit**

(studio)

(spring)

*Prerequisite:* AAV 254

Web 2 focuses on creating database driven web sites and the production of streaming media. Beyond the design and technology foundations introduced in Web 1, Web 2 presents emerging technologies that help streamline the workflow within a group context; and the production of sites that present dynamic and streaming content. Through the combination of software and database languages, students will learn to integrate front-end design with multimedia content. Students will as well continue to investigate the Web as a creative medium for artistic production.



**AAV356/Motion Graphics**

**1 course unit**

(studio)

(fall)

*Prerequisites:* AAV 252, AAV 253, AAV 254

Motions Graphics introduces various time-based graphics programs designed for video and the Internets production, and discusses how “type in motion” integrating the traditional typography principles with animation fundamentals. Through lectures and assignments, students will develop an experience in production planning, storyboarding, designing image sequence, and creating narratives for mass communication.

**AAV 358/ Theories & Practice in Graphic Design**

**1 course unit**

(studio/capstone)

(spring)

*Prerequisite:* junior-level or higher Visual Arts major specializing in Graphic Design Theories & Practice is the first semester of the capstone class taken in the spring of the junior year. The course will uplift students’ research skills, and allow them to create independent projects in the areas of their interests. During this course, students will explore various design formats for visualizing their concepts into unique solutions. The final project will be comprised of creative work along with written documentation. Intensive readings on contemporary design issues and theories are required.

**AAV 370/Topics in Visual Arts**

**1 course unit**

(occasionally)

*Prerequisites:* One art course and permission of instructor

Offered as either a studio and/or lecture class with a differing focus (e.g., current trends in art, the creative process and visual art, etc.) each time. May be repeated.

**AAV 385/Electronic Music Skills & Literature**

**1 course unit**

(studio)

(every semester)

*Prerequisite:* AAV 140

This course introduces students to electronic music studio techniques, including MIDI, sequencing, sound synthesis, sampling, mixing, and audio production. It also covers theoretical and historical developments in the field of electronic music, including a review of compositions, styles, and technologies. Students create their own musical compositions in the computer lab. Open to students of any major. Approved for Liberal Learning credit in Literary, Visual & Performing Arts.

**AAV 391/Independent Study in Visual Arts**

**1-2 course units**

(every semester)

(May not be taken as a substitute for any other course)

*Prerequisites:* Enrollment as an upper-division Visual Arts major; student must have taken a minimum of three courses in the fine arts. These courses must be completed with a 3.33 average. Preregistration with signed approval of an art faculty sponsor and of department chair required. Independent study is for students engaged in advanced work only, and is an opportunity to develop personal interests and strengths within the major field. Emphasis is on individual, self-guided work under the supervision of a faculty advisor and/or committee. May be repeated.

**AAV 399/Internship in Visual Arts**

**1-2 course units**

(every semester)

*Prerequisites:* Enrollment is limited to upper-division program majors or minors with at least a 3.0 GPA in that program. See Internship Application Form for individual program requirements and details. Pre-registration with Internship Application Form and signed approval of the program coordinator, the department chair, and an art faculty sponsor.

The primary purpose of the college-level internship experience is the development of occupational or professional competence in the actual occupation setting after the student's education has been completed. Other purposes (income, career exploration, learning-by-doing, on-the-job training, etc.) cannot be the primary purpose, although they may occur as a secondary result of the internship experience.

**AAV 412/Senior Thesis in Fine Arts**

**1 course unit**

(capstone)  
(annually-spring)

*Prerequisite:* permission of fine arts coordinator

Intensive research and study within a studio concentration which culminates in the public presentation of the senior exhibit. Students will be required to prepare and present this body of work, their visual thesis, for critical review to an Art Faculty Committee prior to its public presentation in the Senior Fine Arts Exhibition. Additionally, students will be required to develop professional marketing materials and actively participate in the organization, installation and final exhibition.

**AAV 432/Senior Thesis in Lens-Based Art**

**1 course unit**

(capstone)  
(spring)

*Prerequisite:* AAV 432

Open only to students with senior standing in the digital arts major or by permission of the digital arts coordinator. Senior Thesis is the culmination of the digital arts major. The class presents the student the opportunity to create a capstone project. The student will undertake research and study in the student's area of specialization i.e., animation, video, interactive design and programming, Web design and programming, or any combination of the various processes, under the supervision of the digital arts faculty. The student will be required to present a written thesis pertaining to the student's specialization, an oral presentation, and a finished work for display.

**AAV 458/Professional Practice in Graphic Design**

**1 course unit**

(studio/capstone)  
(fall)

*Prerequisite:* graphic design majors in their senior year

This writing intensive course is a continuation of AAV 358. During this class, students will apply all the design skills they have learned from previous classes, and advance their design knowledge technically, critically, and creatively through a sequence of self-directed research projects in both writing and the production of design works. Students have the options to continue the projects from AAV358. The class will further the discussions on the current and historical design issues.

**AAV 459/Graphic Design Senior Portfolio**

**1 course unit**

(seminar)  
(spring)

*Prerequisite:* graphic design majors in their final senior semester

Students will prepare a polished professional portfolio for employment or graduate studies which reflect the student's career goals and artistic visions. Practical information about self-promotion, creative statement, career research, interview techniques will be addressed. Students will be required to participate in the annual BFA Portfolio Review, as a showcase of their best work to the public and the graphic design community